

SONIC

THE COMIC

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15 OCTOBER 1996
EVERY FORTNIGHT

e
SCC 3
Archive

UK's OFFICIAL SEGA COMIC

NEW
SONIC
STORY

BARMY DREAMERS!

THE ULTIMATE
NIGHTMARE!

NEW
TAILS
STORY

SMALL
CHANGE!

PLUS

Q ZONE
REVISITED!
SONIC 2 & 3!

NIGHTS!
IN YER FACE PIN-UP!

ECCO!
COMIX ZONE!
PC REVIEWS!

PIXEL ZONE!
COMPUTER ARTWORK!



CONTROL ZONE



Hey, Boomers!

If you like your comics well done, you're in for a treat! Spoon-fed to you this issue includes a double-helping of new stories: Ultimate Nightmare starring Sonic, and Tails' Small Change.

There's also a taste of dolphin friendliness with a PC review which includes Ecco the Dolphin. Plus, if you feel like a second helping of NIGHTS, Sega's hot Saturn release - just check out the Elliot Pin-up. Mixed together with more Sonic Q Zone's, it's more than a mortal can take (so I'm told!).

Better go, Boomers - as I compose this menu to you, those excruciating humes are attempting to hide my micro chips! I'll resist the temptation to hide their deep fried lard bars in retaliation! What I have to put up with...

Megadroid

HAPPENING TO A HALLOWEEN ISSUE NEAR YOU!



Be afraid! Be very afraid - they're back next issue for another megamental run! What am I talking about - Decap Attack, of course! So, get ready to be reacquainted with Frank, Igor, Chuck and Head - the stars of one of STC's most popular strips. You have been warned!

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• CONSULTANT: Richard Burton

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SEGA

COMPILED BY
CHART TRACK
© ELSPA

↑ up/down RE/NEW entry ● non mover

MEGA DRIVE

- 1 ↑ OLYMPIC SUMMER GAMES
- 2 ↓ BRIAN LARA CRICKET '96
- 3 NEW WORMS
- 4 ● TOY STORY
- 5 ↓ FIFA SOCCER '96
- 6 ↓ MICRO MACHINES 2
- 7 ● TAZ-MANIA: ESCAPE FROM MARS
- 8 ● SONIC AND KNUCKLES
- 9 ● MEGA BOMBERMAN
- 10 ● STREETS OF RAGE 2

SATURN

- 1 NEW MORTAL KOMBAT 3
- 2 NEW LOADED
- 3 ↑ SEGA RALLY
- 4 ↓ THE NEED FOR SPEED
- 5 ↓ VIRTUA COP
- 6 ↑ VIRTUA FIGHTER 2
- 7 NEW ROAD RASH
- 8 ↑ FIFA SOCCER '96
- 9 ↓ GUARDIAN HEROES
- 10 ↓ SHINING WISDOM

MEGA-CD

- 1 ↑ BRUTAL: PAWS OF FURY
- 2 ↑ B.C. RACERS
- 3 ↓ REBEL ASSAULT
- 4 ↓ SOULSTAR
- 5 RE BATMAN RETURNS
- 6 ↓ ETERNAL CHAMPIONS
- 7 ↑ THUNDERHAWK
- 8 ↓ WORLD CUP USA '94
- 9 ↓ TOMCAT ALLEY
- 10 ↓ EARTHWORM JIM

GAME GEAR

- 1 ↑ THE LION KING
- 2 ↑ COLUMNS
- 3 ↑ SONIC THE HEDGEHOG
- 4 ↓ SONIC THE HEDGEHOG 2
- 5 ↑ SONIC CHAOS
- 6 RE COSMIC SPACEHEAD
- 7 RE MORTAL KOMBAT 3
- 8 ↓ STAR TREK: GENERATIONS
- 9 RE POWER RANGERS: THE MOVIE
- 10 RE SONIC DRIFT RACING

SONIC

THE HEDGEHOG

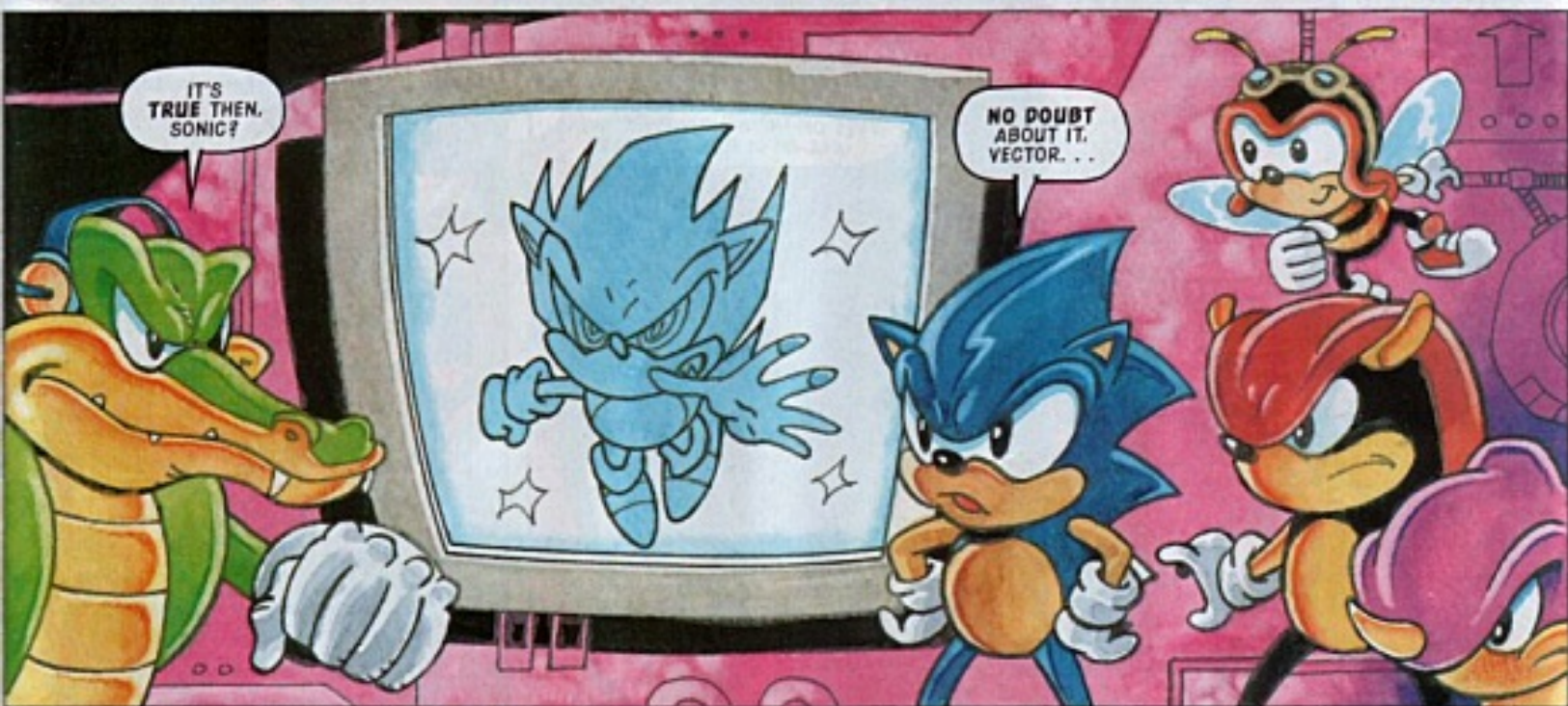
The Ultimate Nightmare

COMPLETE STORY

Script & Art:
NIGEL KITCHING
Colouring:
ANDY PRITCHETT
Lettering:
TOM FRAME



THE CHAOTIX CREW'S SATELLITE BASE IN THE MYSTERIOUS DIMENSION KNOWN AS THE SPECIAL ZONE.



IT'S
TRUE THEN,
SONIC?

NO DOUBT
ABOUT IT,
VECTOR...



SUPER SONIC HAS **DEFINITELY** MOVED!
WHEN I LOOKED AT THE OMNI-VIEWER
TWO DAYS AGO, HE WAS IN A SLIGHTLY
DIFFERENT POSITION!



OH YES,
INDEED-DIDDLY!
I NOTICED
SUPER SONIC
MOVING AGES
AGO!



THEN WHY DIDN'T
YOU SAY SOMETHING
ABOUT IT, CHARMY?

BECAUSE WHENEVER
I TELL YOU STUFF, YOU
JUST YELL AT ME!



RIDICULOUS!
I NEVER YELL
AT YOU!



GUYS, STEADY...
YOU DO ALWAYS YELL
AT CHARMY, VECTOR...
ALTHOUGH I DON'T
BLAME YOU!



LOOK, WE ALL THOUGHT THE
OMNI-VIEWER HAD TRAPPED
SUPER SONIC BY STOPPING TIME...
HOLDING HIM MOTIONLESS!

SO, WHAT'S GOING ON?



THE OMNI-VIEWER
MUST HAVE FAILED!
HE HASN'T STOPPED
TIME, JUST SLOWED
IT DOWN!

I GET IT, ESPIO...
SUPER SONIC'S
JUST MOVING IN
TOTAL SLOW
MOTION!



SO WHEN HE'S EVENTUALLY
FREE OF THE OMNI-VIEWER, WE'LL
ALL BE IN BIG TROUBLE!



HEY, WHO
LEFT THIS
HERE?



NEVER SEEN IT
BEFORE, MIGHTY.

DON'T GET
DISTRACTED,
GUYS!



WELL DONE, LIGHTMARE!
YOUR BOX OF NIGHTMARES
CAUGHT THE FOOLS
COMPLETELY
OFF GUARD!

NATURALLY, LORD SIDEWINDER!
AND AS LONG AS THE LID IS
OPEN, THEY'LL CONTINUE TO LIVE
THEIR **WORST NIGHTMARES!**

THIS SHRINKING DEVICE
SUPPLIED BY NACK THE
WEASEL WORKS **PERFECTLY!**

"YOU'LL HAVE TO WAIT UNTIL NEXT ISSUE TO
FIND OUT MORE ABOUT NACK!" -- Megadroid.

THERE HE IS,
PROBABLY THE MOST
POWERFUL CREATURE
IN THE **UNIVERSE!**

SO
POWERFUL
THAT HE NEARLY
TOPPED THE
LOT OF US!

BUT THIS TIME, MR FRY,
SUPER SONIC WILL BE
MY **SLAVE!**

FIRST WE MUST GET HIM
BACK TO OUR HIDEOUT!

YOU'RE **CRAZY!** YOU CAN'T
CONTROL THAT CREATURE!
HE'D KILL YOU, THEN
PROBABLY DESTROY THE
ENTIRE PLANET!

HEY! WHAT'S
DA HEDGEHOG
DOIN' HERE?





WHAT A PRETTY WEIRD
WAY TO TRAVEL!

BUT CONVENIENT
THOUGH!

WH... WHAT
HAPPENED?

IS IT
MORNING
ALREADY?

LATER, AFTER A FEW EXPLANATIONS...

...THEY WERE AFTER SUPER SONIC
ALL RIGHT! LORD SIDEWINDER EVEN
THOUGHT HE COULD CONTROL HIM!

WE'VE SEEN WHAT SUPER SONIC
CAN DO! CONTROLLING HIM WOULD
MAKE THAT LOONY LORD RULER OF
THE PLANET!

...AND WHAT'S MORE,
I OVERHEARD LORD
SIDEWINDER MENTION
ANOTHER CHARACTER...

NAME OF
**NACK THE
WEASEL!**

NEXT ISSUE: **NACK'S BACK** DUE TO DEMAND!

REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM
UNDER 40 = YAWNsville

40-70 = NORMALSville
70-80 = FUN CITY

80-90 = BIG TIME CITY
OVER 90 = MEGA CITY

EASY PC!

SEGA POWERS ONTO HOME COMPUTERS!

Those Boomers who have sent STC e-mail and computer generated pics (see this issue's Pixel Zone), will know how useful a PC (personal computer) is. You may have even surfed the Internet for hot Segasational news. However, how many of you know that Sega have released a whole host of classic console games on PC CD-Rom? From *Ecco the Dolphin*, *Comix Zone* and *Tomcat Alley* to *Virtua Fighter*, they've all had the PC treatment.



The difference with these games being on PC is that you can experience the same type of game action you get from coin-operated arcades, in the comfort of your own home!

Yes, the dinosaur age of the PC has since changed from when games used to look dull and boring. Incredibly, it's all due to a tiny piece of gadgetry called the Pentium Chip, which boosts the power of personal computers no end. This PC technology is able to offer richer 3-D graphics, smoother animation and faster gameplay. Sega have particularly paid attention to additional features in their PC CD-Rom releases, including live help screens and easy loading onto most standard PC equipment in the home.



Special 'character menus', which offer information about the main characters and Badniks in the game, will also appear in games like the PC version of *Sonic CD*.

Following the July launches of *Baku* and *Virtua Fighter*, Sega are also due to release *Panzer Dragoon* in October, *Daytona USA* in November, and *Sonic 3*, *Sonic & Knuckles*, and *Sega Rally* in the forthcoming months. There will also be a brand spanking new line-up of games solely for personal computers. What's more, according to Sega sources, they aim to keep all games under the £40 mark. The price of these games should be welcome news for your piggy bank!



NOTE: Check the PC system requirements enclosed with each game prior to purchase, to ensure it will run on your home PC.

ECCO THE DOLPHIN

PC CD-ROM

GAME TYPE: ARCADE ACTION
PLAYERS: 1

PUBLISHER: SEGA
PRICE: £29.99

RELEASE DATE: OUT NOW
AGE SUITABILITY: 8+



Eek! Hold onto your flippers, the classic Sega console game **Ecco the Dolphin** is far from being washed-out!

The tale goes that due to a raging storm, Ecco has become separated from his family. In order to find his shoal of



marine mammals and put his oceanic world to rights, he has to fight jellyfish, solve puzzles, and collect energy reserves along the way. If you thought dolphins were timid, wait until you see how Ecco head-butts his enemies into submission! You'll be so busy with the tasks involved, that you'll hardly have time to come up for air!

Animation wise, this PC version really takes Ecco to new depths, enabling him to realistically move through and leap out of the water! Ecco moves so fast that a rename of Sonic the Dolphin seems more appropriate! The atmospheric 'water music' soundtrack gives the game a tense and spooky feel,

keeping the controller transfixed to the screen.

Ecco the Dolphin undoubtedly has enough thrills, chills, and spills to keep you fighting to the fin-ish!

PC REQUIREMENTS

Min Memory: 8 MB
Windows: 3.1 or later versions
Min CPU: Pentium 60 Mhz
Usable Hard Disk Space: 10 MB



FINAL COUNTDOWN

RAVES

Awesome aquatic animation!



GRAPHICS 94

SOUND 96

GRAVES

Tricky in places.



PLAYABILITY 92

OVERALL 94

COMIX ZONE

PC CD-ROM

GAME TYPE: ARCADE BEAT 'EM-UP
PLAYERS: 1

PUBLISHER: SEGA
PRICE: £29.99

RELEASE DATE: OUT NOW
AGE SUITABILITY: 8+



Originally a Mega Drive game, **Comix Zone** is now a beat 'em-up in a class of its own. It even gives the player an insight of behind the scenes activity at *STC* (now how did they do that!).

Comic by style and by nature, as controller, you play an artist called Sketch, who's trapped inside the pages of a comic book. Sketch, and his pet rat side-kick, Roadkill, must get to the end of the book in order to return to the 'real' world. With fists at the ready, plus all the martial arts skills Sketch can muster, the idea is to come out fighting!

Comix Zone features plenty of fighting fun, (it isn't as brutal as say, *Virtua Fighter*). The clever graphic arrangements make it look like the pages of a comic book, complete with the likes of speech balloons, plus it's jam-packed with farce.



As Sketch works through the pages, it's a handy tip to keep all eyes peeled for things to pick up as these prove useful at a later stage. A special score screen which appears between levels adding up points and bonuses, helps to keep track of your progress.

Considering that there's not a great deal of beat 'em-up games available for the PC, **Comix Zone** is a game which will impress gamers with it's originality alone.

PC REQUIREMENTS

Min Memory: 8 MB
Windows: 3.1 or later versions
Min CPU: Pentium 60 Mhz
Usable Hard Disk Space: 5 MB



FINAL COUNTDOWN

RAVES

Original graphics.



GRAPHICS 83

SOUND 81

GRAVES

Too bashful to be a brutal beat 'em-up!



PLAYABILITY 82

OVERALL 82

IN THE TOWN OF BACKWATER, THE
DEPUTY SHERIFF HAS JUST LOCKED
UP HIS LATEST PRISONER, KNUCKLES!

TAIN'T NO
GOOD TRYIN' TO ESCAPE.
THAT BRAND NEW CELL ARRIVED
FROM METROPOLIS CITY ONLY
LAST MONTH!

KNUCKLES

THE GOOD,
THE BAD
AND THE
ECHIDNA

Part 2

Script:
NIGEL KIDMANN

Art:
NIGEL KIDMANN

Lettering:
LITTA FILL

HE'S
RIGHT! MY
KNUCKLES CAN'T
DIG THROUGH
SOLID
STEEL!

SO, YOU
WERE DRIVING YOUR
HERD OF APTERIX TO THE
METROPOLIS ZONE, WHEN
THIS CHARACTER STARTED
A STAMPEDE!

SURE!
HE TRY TO KEEB
MY GOOD FRIEND,
ROOSTER!

AIN'T GOT ANY PROOF,
DEPUTY, BUT WE THOUGHT
WE'D BETTER BRING THE
VARMINT IT!

GUESS I'LL
JUST HOLD ON TO HIM
'TIL THE SHERIFF
RETURNS FROM OUTTA
TOWN!



PA...
I MEAN **MAYOR**,
WHAT'RE YOU
DOIN' HERE?

COME
TO SEE THE
PRISONER,
BOY!



LOOKS LIKE
A REAL **DESPERADO**...
THE KIND WHO'D SELL
HIS OWN KIN!

RECKON
YOU HAD ONE
LUCKY ESCAPE,
ROOSTER!

NICE TO
MEET YOU
TOO.



SO, WHY
YER SUDDENLY
SO CONCERNED
ABOUT MY
HEALTH?

WELL, I
FIGURED WE'RE
IN THE **SAME**
BUSINESS AND NEXT
TO ME, YOU HAVE THE
BIGGEST HERD OF
APTERTIX IN THESE
PARTS...



...BUT
IF THAT'S YOUR
ATTITUDE, I'M
LEAVING!

I THEENK
I'LL HEAD FOR
THE SALOON...
GET SOMETHING
TO EAT!

OKAY,
CHITO.



SO, YOU
AND THIS BOSS KROUCH
ARE IN THE SAME
BUSINESS, EH?

YUP, APTERTIX
MEAT IS AN EXPANDING
MARKET IN METROPOLIS
CITY.

UNTIL
I CAME ALONG,
BOSS WAS THE ONLY
SUPPLIER.



MMM, AND
IF YOU WERE TO
HAVE AN **ACCIDENT**,
KROUCH WOULD HAVE
THE MARKET TO
HIMSELF...

I GET
YER **DRIFT**! WE'LL
WAIT FOR THE SHERIFF...
LET **HIM** FIGURE
IT OUT!

THAT NIGHT...

WHAT IN
TARNATION WENT
WRONG?

THAT
ROOSTER'S THE
LUCKIEST HOMBRE
I KNOW!

HE WAS
BANG IN THE MIDDLE
OF THE HERD WHEN I
STARTED THE STAMPEDE...
AND HE STILL
ESCAPED!*

I WANT HIM
FINISHED! NO ONE
MUSCLES IN ON MY
BUSINESS!

*SEE LAST ISSUE - Megadroid.

...AND
WHAT ABOUT
KNUCKLES?

WHEN
THE SHERIFF
GETS BACK AND
REALISES HE'S
INNOCENT...
THE FINGER WILL
POINT AT
ME!

DON'T
WORRY,
CHITO...

"I'VE TAKEN CARE OF THE ECHIDNA!"

HUH?
WHAT'S ALL THAT
COMMOTION?





THESE
CRAZIES DON'T REALISE
THAT I CAN ESCAPE
FROM THIS!



NOW WHAT?

SPANG!



I LEAVE
TOWN FOR A FEW
DAYS ONLY TO GET
BACK TO THIS...

Y'ALL GO
HOME BEFORE
I LOCK Y'ALL
UP!

WELL, NOW,
SHERIFF...

THERE'S
A COUPLE OF
COMPLAINTS
I'D LIKE TO
REPORT!



NEXT ISSUE: DEPUTY KNUCKLES!

PIXEL ZONE

EACH ARTIST-HOME
WHO GETS THEIR
HANDYWORK
PRINTED IN *STC*
WILL RECEIVE A
PACK OF CRAYOLA
MINI STAMPERS 2,
SHAPED-NIBBED,
COLOUR PENS.



Tails in a
two piece!

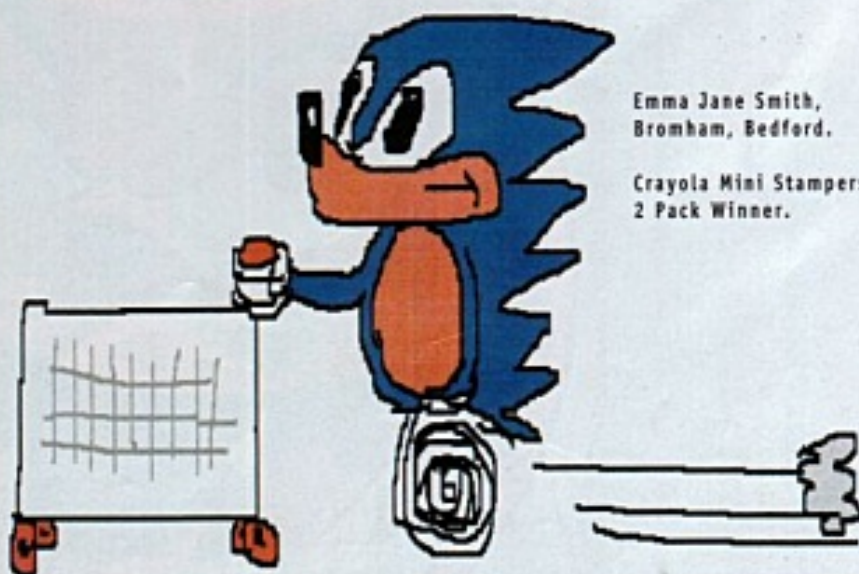
Anita Lam, St. Albans, Herts.
Crayola Mini Stampers 2
Pack Winner.



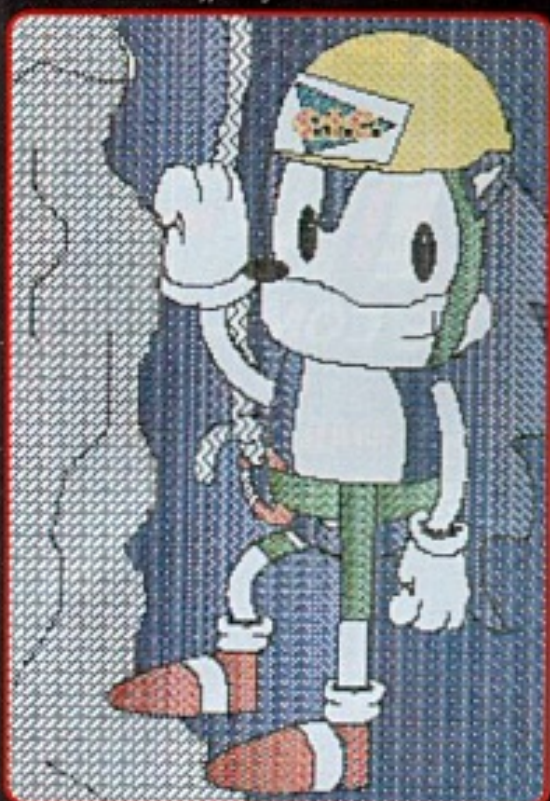
Sonic speed shopping!

Emma Jane Smith,
Bromham, Bedford.

Crayola Mini Stampers
2 Pack Winner.



Sonic in another cliff-hanger!



Jonathan Williams, Dawley, Telford, MD owner.
Crayola Mini Stampers 2-Pack Winner.

MEGADROID

SONIC



Leigh Flagerty, Harrow, Middlesex, MD owner.
Crayola Mini Stampers 2 Pack Winner.

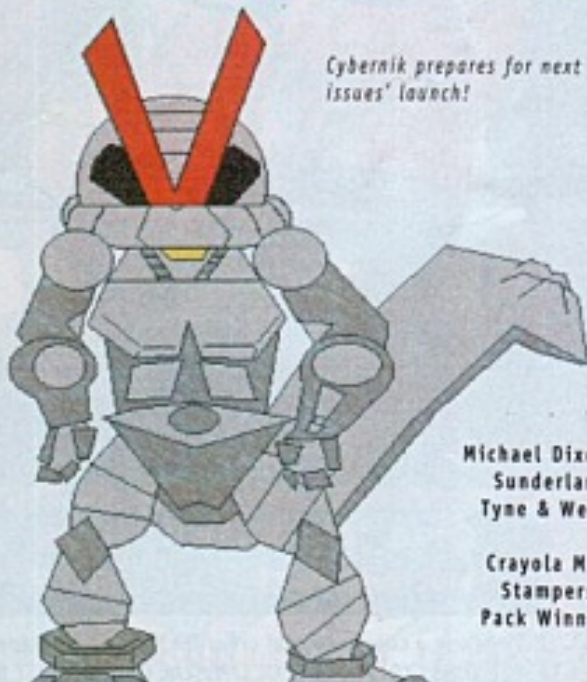
Tails misses another bus?



David Skinner,
Wyken, Coventry.

Crayola Mini
Stampers 2
Pack Winner.

Cybernik prepares for next
issues' launch!



Michael Dixon,
Sunderland,
Tyne & Wear.

Crayola Mini
Stampers 2
Pack Winner.

To help get your artwork selected in future
Graphic Zones, please take note of the following
tips:-

- Draw in paint or felt tip pen on plain white paper
(avoid lined paper and pencils or crayons as they
don't show up as well when printed).

- Be original and don't copy pictures from the

comic - come up with your own ideas.

- Include your name and address, preferably
written in capital letters on the back of
the page.

- Send artwork to:
GRAPHIC ZONE, SONIC THE COMIC,
25-31 TAVISTOCK PLACE, LONDON, WC1H 9SU.

EACH ARTIST-HOME WHO GETS
THEIR HANDYWORK PRINTED IN
STC WILL RECEIVE A PACK OF
CRAYOLA MINI STAMPERS 2,
SHAPED NIBBED, COLOUR PENS.

For your nearest Crayola
stockists:- Tel: 01234 217786



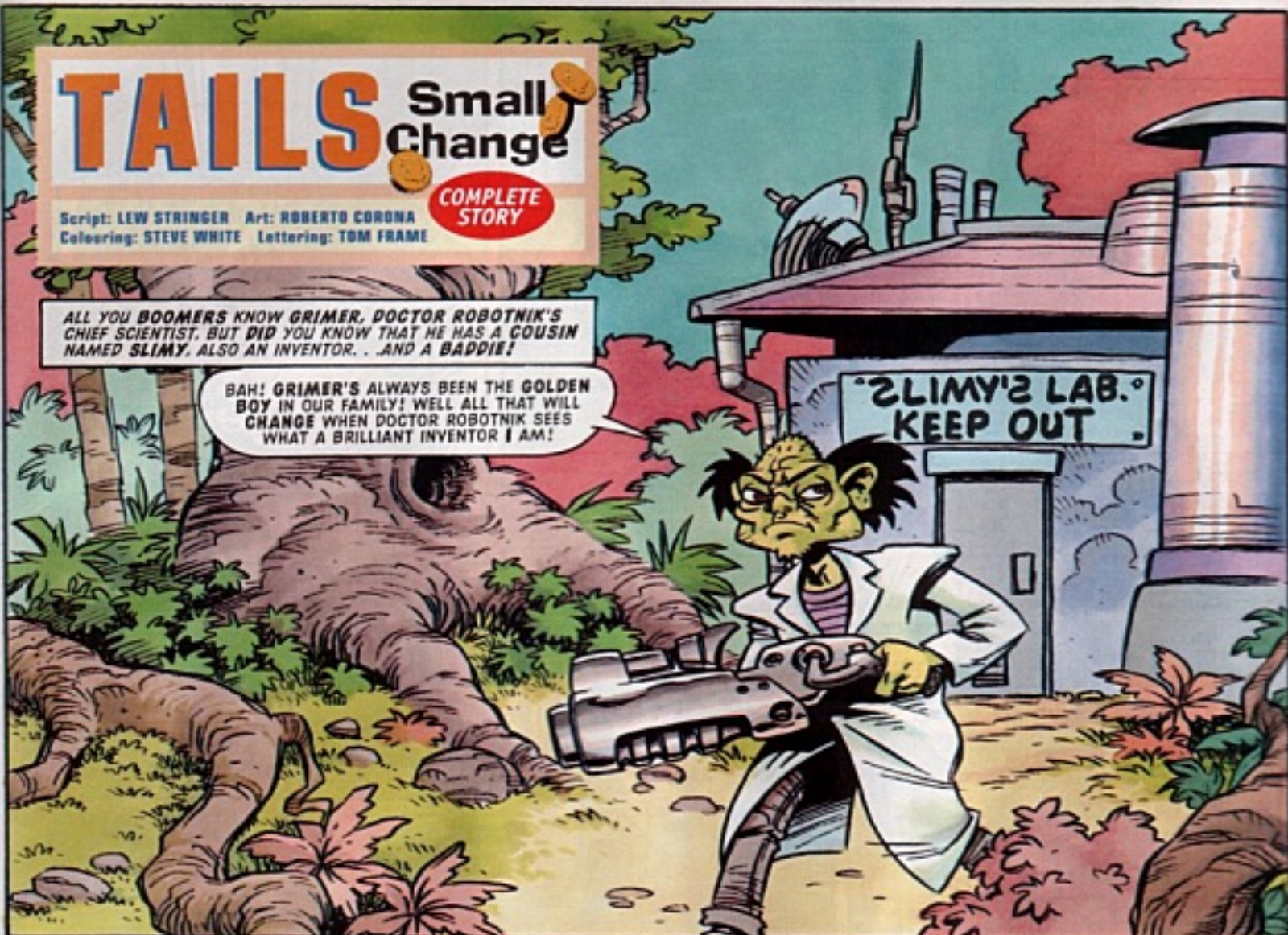
TAILS Small Change

Script: LEW STRINGER Art: ROBERTO CORONA
Colouring: STEVE WHITE Lettering: TOM FRAME

COMPLETE
STORY

ALL YOU BOOMERS KNOW GRIMER, DOCTOR ROBOTNIK'S CHIEF SCIENTIST, BUT DID YOU KNOW THAT HE HAS A COUSIN NAMED SLIMY, ALSO AN INVENTOR. . . AND A BADDIE!

BAH! GRIMER'S ALWAYS BEEN THE GOLDEN BOY IN OUR FAMILY! WELL ALL THAT WILL CHANGE WHEN DOCTOR ROBOTNIK SEES WHAT A BRILLIANT INVENTOR I AM!



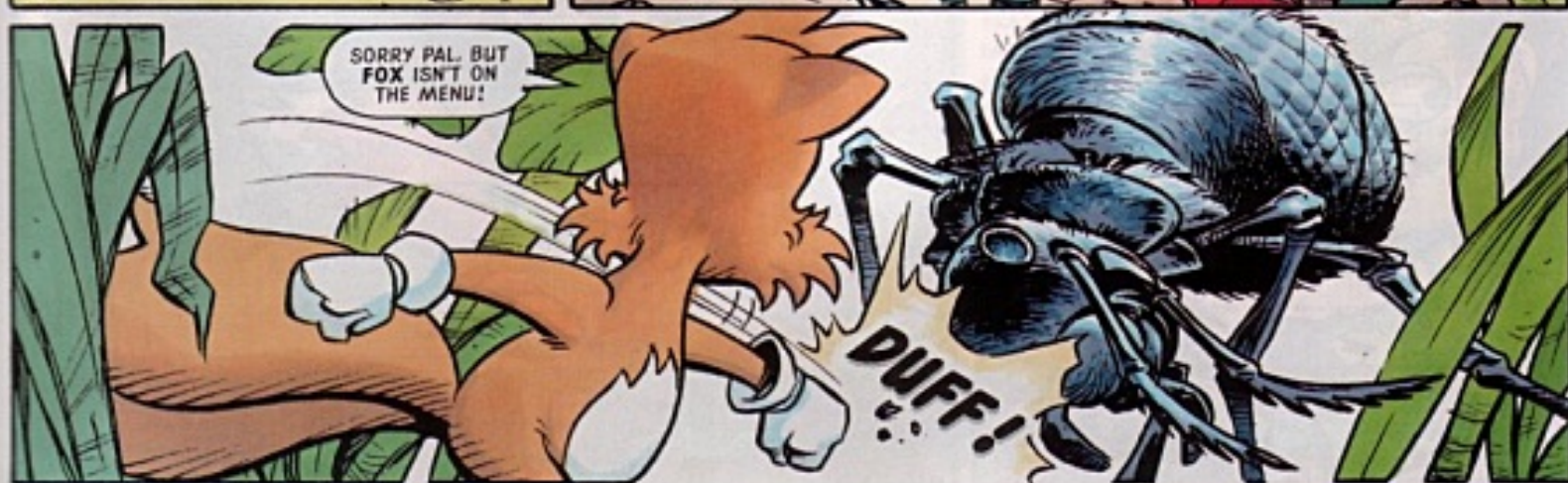
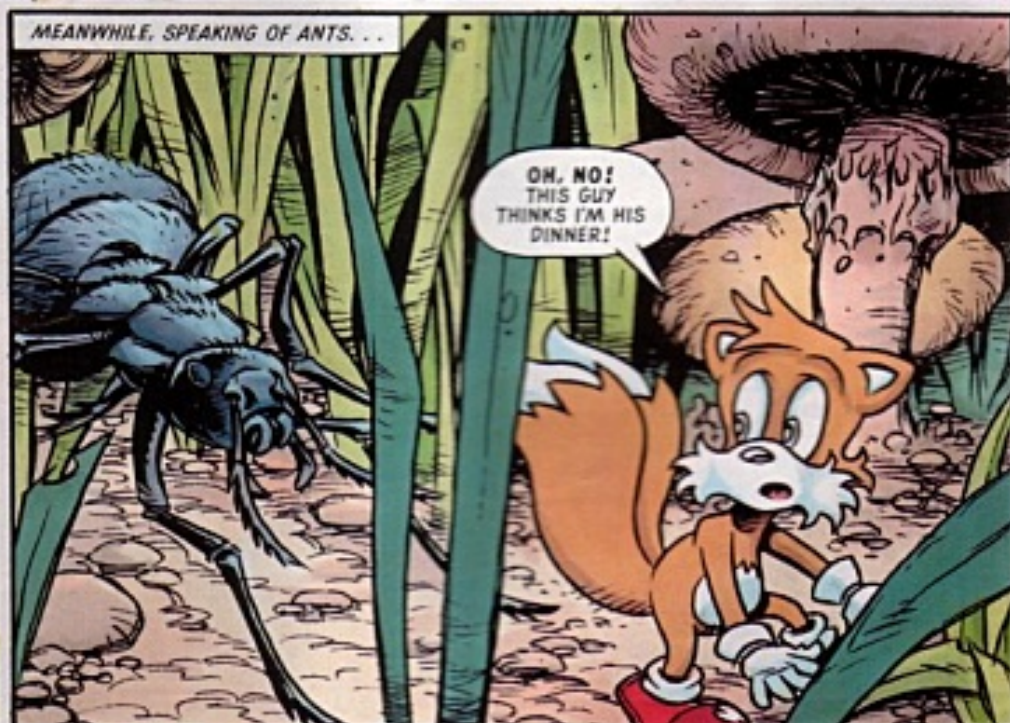
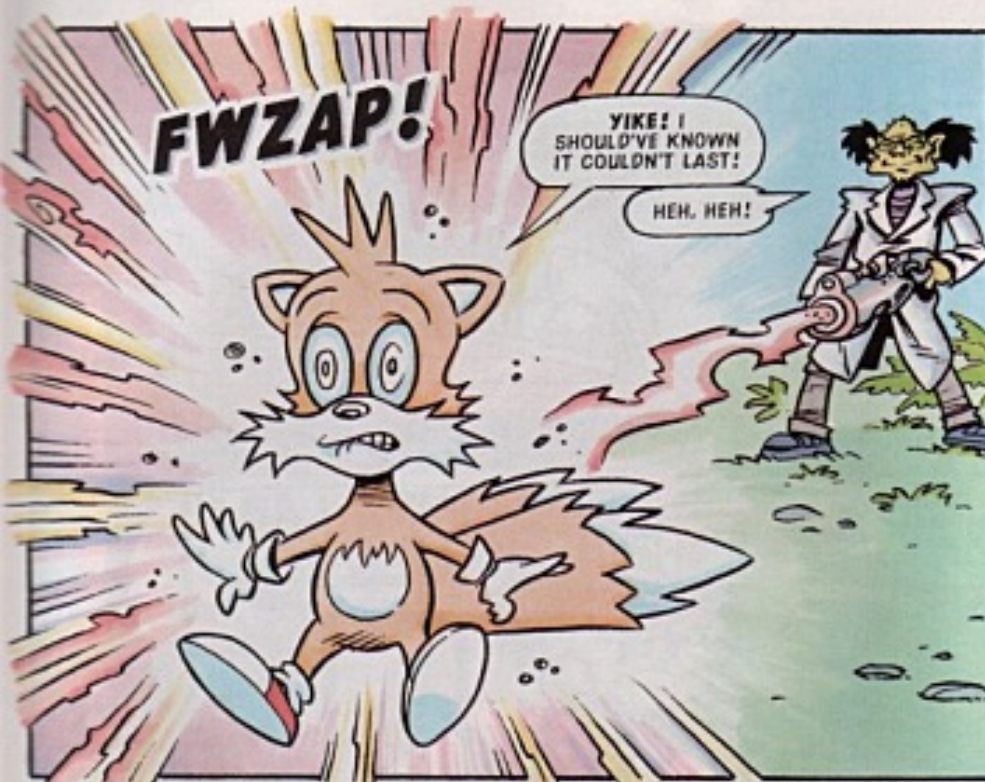
FIRST I NEED TO TEST MY NEW WEAPON! NOW, WHERE CAN I FIND A SUITABLE TARGET?

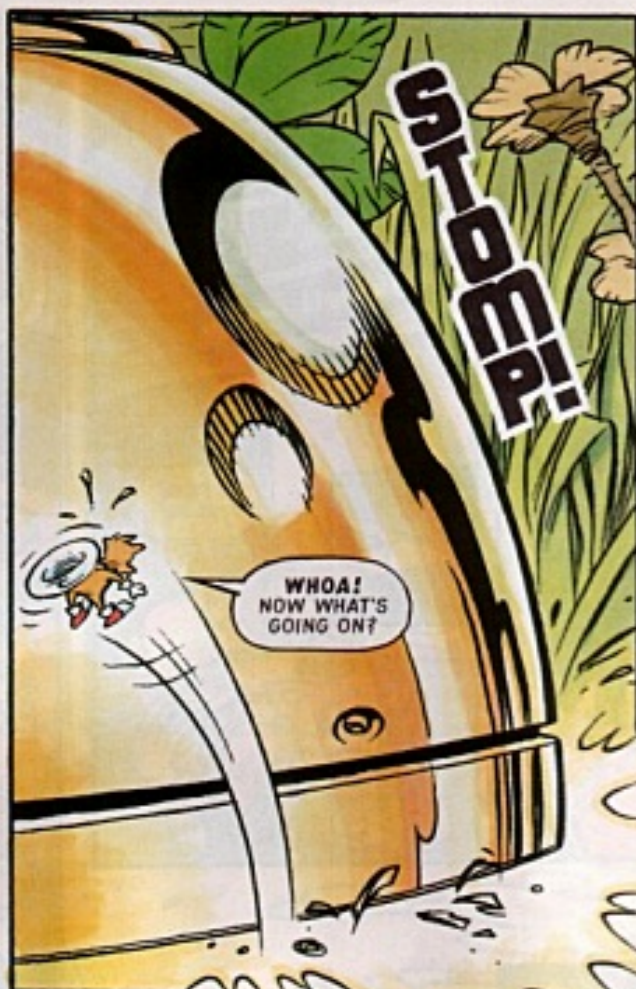


MMM! PEACE AND QUIET AT LAST!

AHA! PERFECT!











NEXT ISSUE: DECAP ATTACK'S BACK!



Q ZONE

Q IS FOR QUESTION.

Q IS FOR QUERY.

Q IS FOR QUANDARY.

IF YOU WANT TO ENTER THE Q ZONE FOR HINTS, TIPS AND HELP WITH YOUR FAVOURITE SEGA GAMES, DROP A LINE TO:-

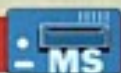
Q ZONE, SONIC THE COMIC, 25-31 TAVISTOCK PLACE, LONDON, WC1H 9SU.



SONIC THE HEDGEHOG 2 Continued



GAME GEAR



MASTER SYSTEM

CHAOS EMERALDS

There are six Chaos Emeralds to be found altogether; the first five are located in the second Act of each stage.

EMERALD 1: You'll come across this one at the far top right-hand corner of the level.



EMERALD 2: This is one of the hardest to locate as it's concealed high in the clouds. It's a matter of trial and error as to which clouds can be jumped on and which can't. The emerald is located at the right-hand side of the level again.

EMERALD 3: When you have entered the maze, turn left. Continue left throughout the maze, and you'll eventually enter a room containing the Chaos Emerald.

EMERALD 4: Go right until you reach two consecutive springs. Jump on each one to gain enough height to land on the tower (located right of the springs) and pick up the emerald.

Emerald 5: Go over the conveyor belts and up the slope. Just before you reach the top, jump left into the wall. You should now be in a secret room. Turn left, up and right to reach the jewel. You will also discover a couple of extra lives along the way.

EMERALD 6: Defeat the evil Silver Sonic to collect the final emerald, then it's on to the ultimate confrontation with Doctor Robotnik.

SONIC THE HEDGEHOG 3

Revisited



MEGA DRIVE

THE ZONES - PART 1

Things to look out for in all zones:-

- **TV's.** Containing Super Rings (10 Gold Rings), Invincibilities, Speed Shoes, Water Shields, Lighting Shields, Flame Shields, 1-Ups, and Robotniks (which drain power from Sonic and Tails).
- **Star Posts.** These lead to the Bonus Stage where you'll find a Gumball Machine with extra 1-Ups, Power-ups, Gold Rings and other goodies!
- **Giant Gold Rings.** These lead to the Special Stage where you need to grab Blue Balls and Chaos Emeralds.
- **Ramps**
- **Loops**
- **Red and Yellow Pogo Springs**

ANGEL ISLAND

ACT 1

Set in the lush jungle foliage, this is a speedy 'warm up act' to get you ready for the coming events!

Watch out for: Collapsing Ledges, Vine Swings and Floating Platforms.

Badnik's to guard against: Bloominator, Caterkiller Jnr., Monkey Dude and Rhinobot.

ACT 2

Time to get down to some serious work as Act 2 requires your utmost attention!

Keep your eyes open for the Waterfall, Rope Ride, Switches, Tunnels and Hidden Chambers in walls that



contain the Giant Gold Ring which gives access to the Special Stage. If you spot a Star Post, 50 gold rings will activate it in order to get you to the Bonus Round. Guard against Badniks like Caterkiller Jnr. and Rhinobot.

HYDROCITY

ACT 1

Take a deep breath - this stage will leave you gasping!

Watch out for: Overhead Conveyor Belts, Switches, Safety Poles, Water Propellers, Air Fans, Speed Hand Catapults.

Badniks to guard against: Pointdexter, Mega Choppers, Blastoids, Turbo Spikers.

Underwater in Hydrocity, the nasties come thick and fast. By far the worst are the Pirahna - you need a fast flick left and right on the D-Pad to shake them off, otherwise they'll prevent Sonic from jumping. Remember to stop for air regularly, so keep an eagle eye open for bubble streams and take your time when you're in a tight corner. If you find the Water Shield, take it. It is invaluable because you don't need to stop for air and it repels bullets from the cannons. Check walls for hidden chambers and Giant Rings.



The END

Next issue: Sonic 3 Revisited - The Zones continued.

SONIC'S WORLD

Future Shock

Part 3

Script: LEW STRINGER Art: ROBERTO CORONA Colouring: ANDY PRITCHETT Lettering: TOM FRAME

AN ELDERLY BLUE HEDGEHOG CLAIMING TO BE SONIC FROM THE FUTURE, HAS LED AMY, TAILS AND JOHNNY INTO A TRAP WITHIN THE CAVERNS BELOW PLANET MOBIUS. . .

YOU LOWLIFE! SO MUCH FOR WANTING TO HELP US!

YEAH! SONIC WOULD NEVER SELL US OUT TO DOCTOR ROBOTNIK!


I'VE SEEN HOW YOU DUDES GET WIPE OUT IN THE FUTURE! I HAD TO TRICK YOU TO GET YOU HERE, BUT OUR ONLY HOPE FOR PEACE IS TO FOLLOW ROBOTNIK!

HAHAHA! OH WHAT A GLORIOUS VICTORY! HE ACTUALLY BELIEVES THAT!

WHAT DO YOU MEAN!


YOU'RE NOT "SONIC FROM THE FUTURE", YOU FOOL! YOU'RE A CLONE! I CREATED YOU!

...AND I HELPED!




A CLONE?
YOU MEAN...
I'M JUST A COPY
OF THE REAL
SONIC?


ABSOLUTELY!
YOU'RE NOT FROM
THE FUTURE AT
ALL!




I TOOK A CELL
SAMPLE FROM SONIC
WHEN I CAPTURED
HIM, AND GREW A
DUPLICATE IN MY
LABORATORY...



"I'D PLANNED TO USE THE CLONE TO
ATTACK AND GIVE SONIC A BAD
NAME... BUT SOMETHING WENT
WRONG WITH THE EXPERIMENT AND
THE CLONE AGED TOO RAPIDLY!"



"SO, I DECIDED TO BRAINWASH THE CLONE WITH A
FALSE MEMORY, SO HE'D THINK HE WAS FROM A
FUTURE WHICH HELD NO HOPE FOR OUTLAWS!"



BUT WE RAN TESTS WHICH
PROVED THIS GUY WAS SONIC!

THEY JUST
PROVED WHAT
A GOOD COPY
I AM, TAILS!



SHORTLY, MILES AWAY, THE REAL SONIC WONDERS IF HE'S DONE THE RIGHT THING...

I SHOULDN'T HAVE LET MY PALS GO OFF WITH THAT WRINKLED VERSION OF ME! THEY'RE BOUND TO GET IN TROUBLE!



THE CLONE TELLS SONIC THE FULL STORY. . .

...SO NOW YOU'RE AGING AT A FASTER RATE, EH? I THOUGHT YOU WEREN'T WEARING VERY WELL!

THANKS! NOT. . . MUCH TIME. . . HURRY!

SOON. . .

THERE THEY ARE!

NO SIGN OF OLD LARD BELLY, SO THEIR RESCUE SHOULD BE EASY!

YOU SHOULD BE SO LUCKY!

SAVE YOUR FRIENDS, SONIC! I'LL DEAL WITH HIM!

MEANWHILE, THE CLONE HAS DOCTOR ROBOTNIK TRAPPED IN A COCOON OF SUPER-SPEED. . .

HEY, BADNIKS! THEY MIGHT NOT LOOK MUCH TO YOU NUMBSKULLS, BUT THEY ARE MY PALS, SO HANDS OFF!

WHOOOSH!

WHAMM!

AAGH! YOU'RE TEARING MY BATTLE-CRAFT APART. . . NOOO!

A JUST REWARD. . . FOR THE LIES YOU PLANTED. . . IN MY BRAIN!

SPINNNN!





SPEED LINES

EITHER POST YOUR MAIL TO:-
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC1H 9SU.

... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

EVERYTHING PRINTED IN SPEEDLINES WINS A SENSATIONAL SEGA MEGA HOG TAG!



RITCHIE RICH!

Dear STC,

I am getting a Sega Saturn for my birthday and after a lot of thought, I have decided to buy *Virtua Cop* as my first game. However, my friend said that *Virtua Cop 2* is better. Is this true?

Richard Edwards, Wedmore,
Somerset. MD owner.
Sega Mega Hog Tag Winner.



Most sequels are similar in gameplay to the original, Richard. However, there are additional extras such as extra levels/bonuses, special features and new characters.



Send your e-mail
messages to:

stc@egmont.co.uk

Be sure to include your snail mail (postal)
address if you want to win a prize!

Head for the
hills, the
Decapper's
are coming
(next issue)!



James Bundy,
Reading, Berks.

Sonic & Knuckles
Hog Tag Winner.



ONCE IN A WHIRL!

Dear Megadroid,

I thought you might like to hear my idea for a Halloween story: Sonic has a new batty friend called Slash (originally a bat, who has turned into a bathog!). Slash is worth showing in STC because he causes whirlwinds by spinning with his wings open, plus he shoots boomerang fireballs, which is more than you can do!

Jonathan Franklin,
Romford, Essex.
Sega Mega Hog Tag Winner.



Ah, but I have hidden
talents, Jonathan!

BARTON THINKS...

Dear Megadroid,

I thought you might like to know that me and my friends sometimes design computer games, and then draw pictures of them. Among the games we've designed include *Super Sonic 2000*, *Sonic Returns*, *Ninja Tails*, *Super Attack Bomber* and *Termites*. Finally, will any of the Sega games (especially the Sonic ones) ever be available on the PC?



Matthew Barton,
Great Yarmouth, Norfolk.
Sega Mega Hog Tag Winner.



Keep at it, Matthew and friends! To answer your query, I hope you appreciate the great lengths that STC have gone to with this issue's PC Zone...

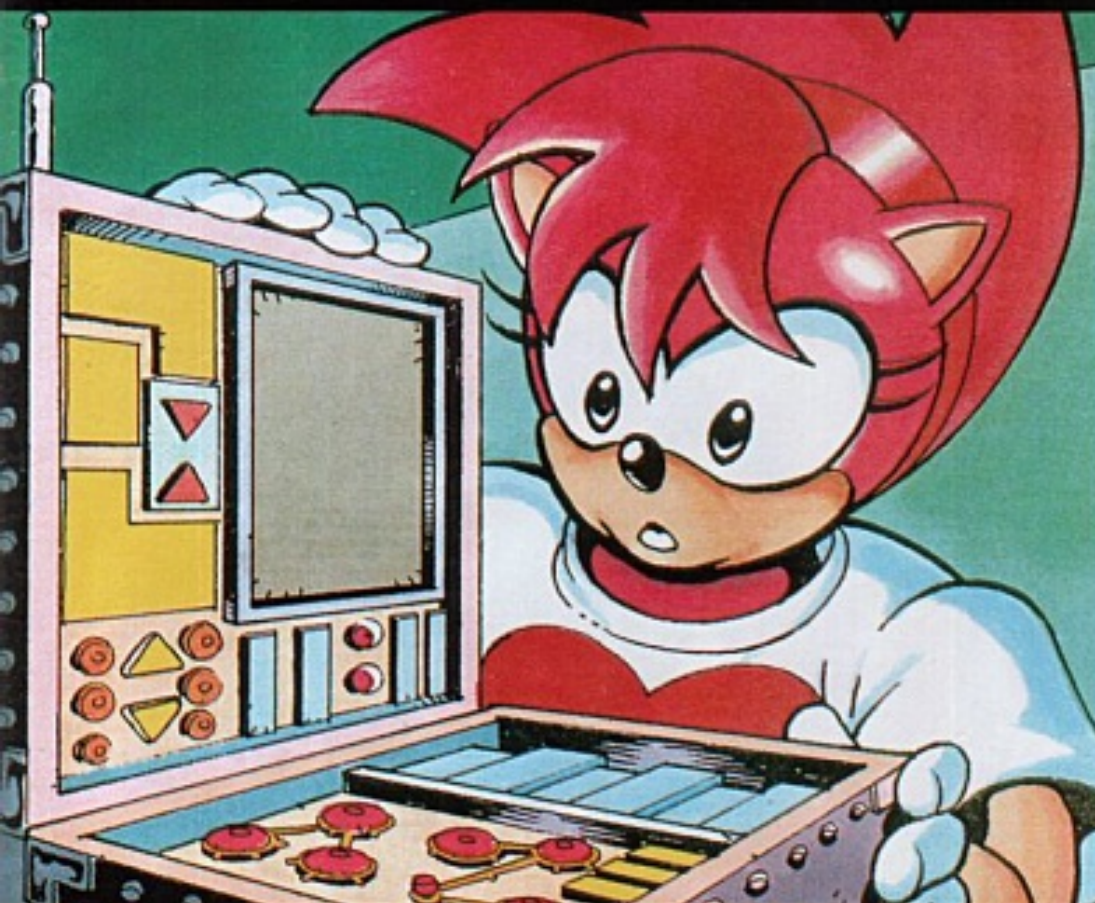


Mark Penman, East Ardsley, Wakefield.
Sonic & Knuckles Hog Tag Winner.

WHAT'S INSIDE

00 *STC 89's*

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DATA STRIP

I'VE BEEN READING
STC SINCE ...

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MY FAVOURITE ...

FILM/VIDEO IS

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MY SEGA SYSTEM ...

TICK:-

GG ☐ MCD ☐ MD ☐

MM ☐ MS ☐ 32X ☐

SATURN ☐

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE

..... AS A COMIC STRIP IN *STC*.

THIS ISSUE'S
MEGA HITS!

1ST CHOICE

2ND CHOICE

3RD CHOICE

YOUR RATING FOR ISSUE 88

%



Post to: Data Strip/Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU.



Elliot

from **NiGHTS** Sega's latest Saturn release!